PARTH SHARMA

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**Software Development ENGINEER**

***Working for a Gaming Company that involves the development and release of games individually and collectively.***

* **Software Development that is more towards Application side using C++**
* **Involved in all phases software development lifecycle;** development, unit test cases and release

**Expertise**

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| * Application Development (C and C++) * Code Debugging * Unit Testing * Software Development Lifecycle (SDLC) * Release Process * Data Structures And STL |  |

**Professional Experience**

**AMERICAN MEGATRENDS INC. (AMI)**

AMERICAN MEGATRENDS *is a Product based company mostly into BIOS department*

**Software Developer,** 15-05-2013 to 01-04-2016

**Project: DuOS**

**Role: Software Development, Bug Fixing, Testing**

**Duration: 2 years 11 months**

**Description:**

This project is aimed at providing android environment on desktops, laptops and tablets. It runs Android Lollipop 5.0.2 just like any normal windows application would without any kind of reboot or other overhead required. Accepts and interfaces android calls to windows and then provides the environment back to android for running various applications. With windows as main machine uses android as a virtual OS and provides various graphics and opengl calls through VirtualBox.

**Responsibilities:**

* Involved in fixing critical bugs which were depleting system performance.
* Binary development and integration
* C and C++ development code for various issues like automation frameworks on Visual studio.
* Writing many significant pieces of code to keep a tab on the software being used and applications being used most frequently.
* Dealt with many camera and media related issues (People app camera, Panorama, Camera Resolution etc.).
* Involved in testing and validation cycles organized once a month to check system performance.

**HCL**

*HCL is a service based company involved in many sectors of software and services*

**Software Developer,** 10-05-2016 to 19-04-2017

**Project: DSA**

**Duration: 5 months**

It was mostly a team, designed to understand and learn different networking protocols and tools.The work is related with RCM(Router configuration manager) and AVL trees are used to maintain the database.

**SCIENTIFIC GAMES INDIA PVT LTD**

SCIENTIFIC GAMES INDIA PVT LTD *is a gaming company that is into slot gaming and other gambling games*

DURATION – CURRENTLY WORKING

**Description:**

**Worked on various games for United Kingdom market, that involved the UI development, Unit test cases and being involved right until the release of the games. These are all gambling games that operate in different categories and on different cabinets strictly within the laws of UK government. Involved running Fast and Slow tests that requires approval before the games can enter the Field.**

**Responsibilities:**

* Game development using C and C++ to provide relevant UI
* Worked on STL and Design Patterns for product specific requirements.
* Resource and Code optimization.
* Adding features to the game like bonus feature.
* Involved in Unit Test case and resource optimization.

**Technology Summary**

**Languages:** C , C++, Data Structures

**IDE:**Eclipse, Microsoft Visual Studio (10 and 13)

**Versioning Control Tools**: SVN, GIT

**Systems:** Linux, Windows

**Generic Tools**: Visual Leak Detector, Valgrind, Putty CMAKE

**Education**

**BE in Electronics And Telecommunications** / ST VINCENT PALLOTTI COLLEGE, Nagpur university

**Certifications:**

**Embedded Systems**/ *Vector India pvt Ltd Bangalore*

**Telecom Certification** / *BSNL*